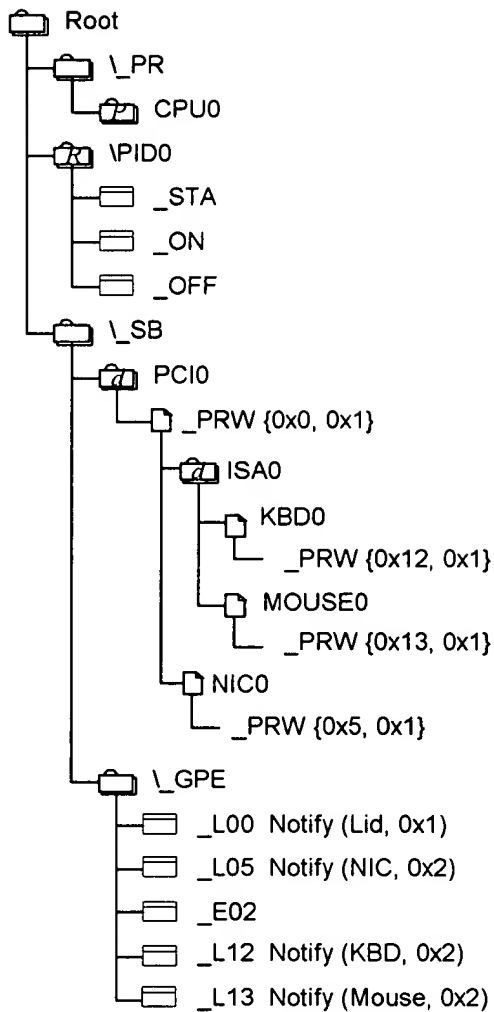
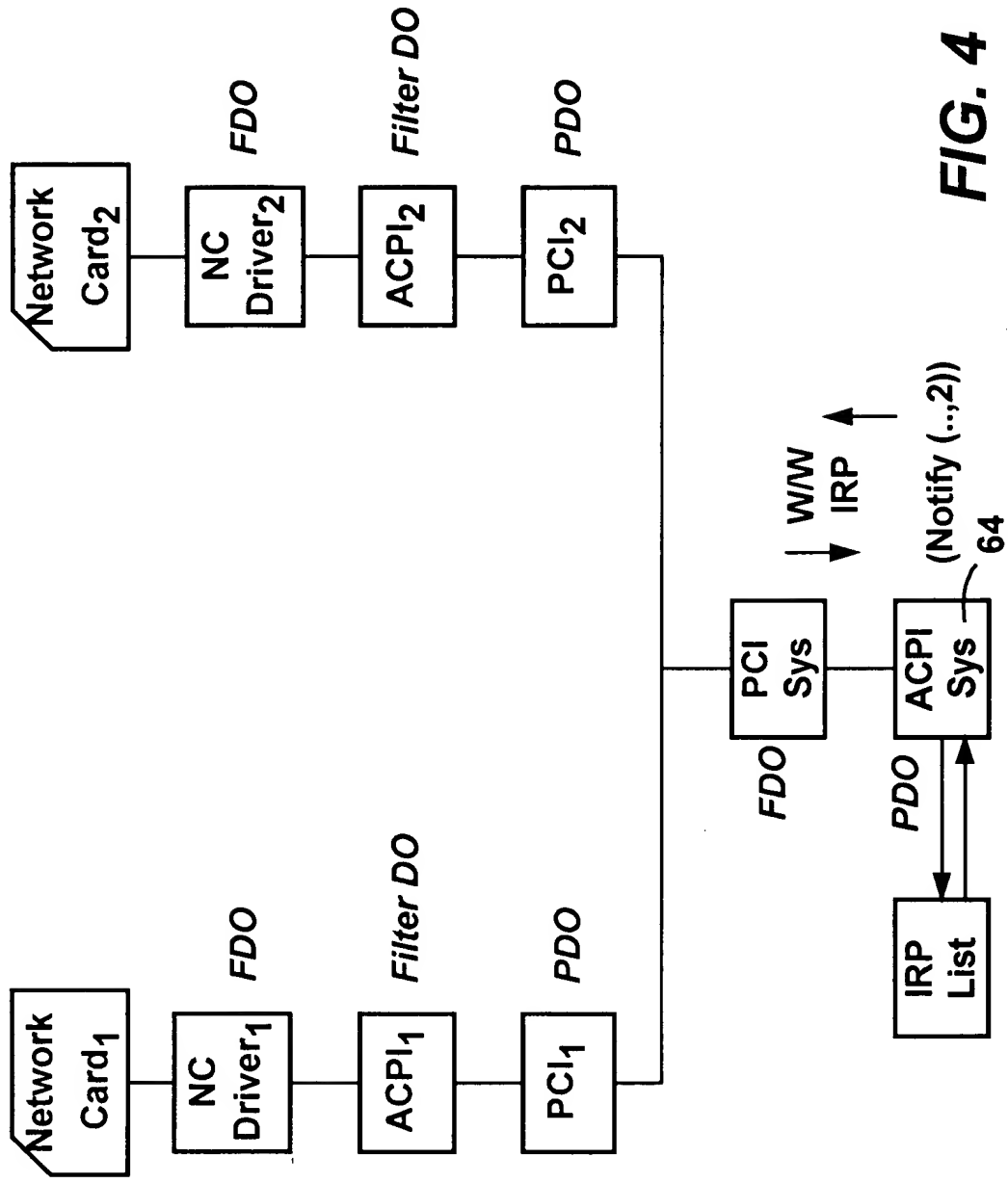


**FIG. 2**

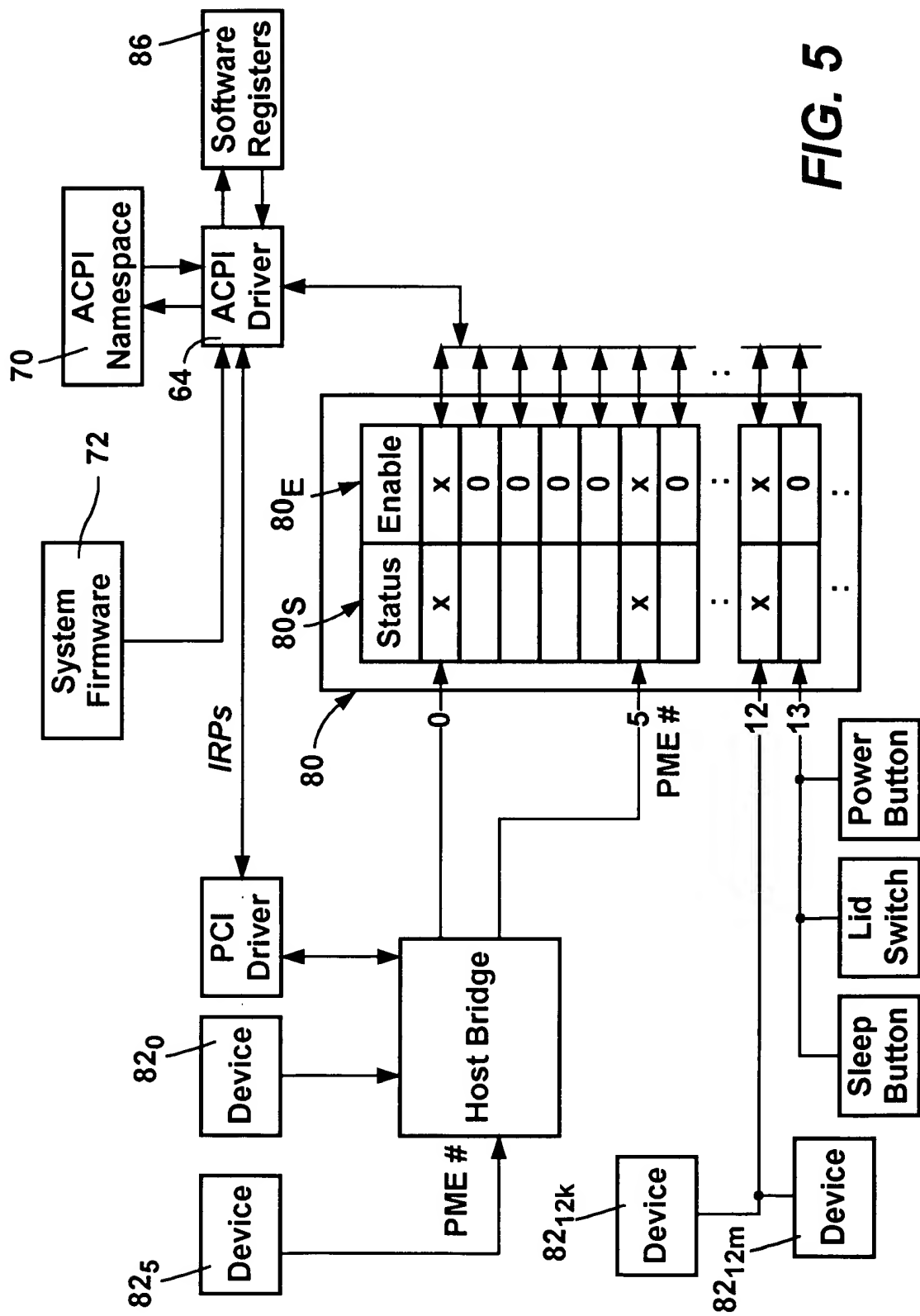


- Processor Tree
- Processor 0 object
- Power resource for IDE0
- Method to return status of power resource
- Method to turn on power resource
- Method to turn off power resource
- System bus tree
- PCI bus
- Wakeup Capabilities
- ISO0 Devices
- IDE0 keyboard device
- Pin number, wakeup capabilities
- IDE0 mouse device
- Pin number, wakeup capabilities
- Network Card
- Pin number, wakeup capabilities
- General purpose events (GP\_STS)
- Method to handle level-triggered Lid Switch Event
- Method to handle level-triggered NW Card Event
- Method to handle edge-triggered event
- Method to handle level-triggered Kbd Wake Event
- Method to handle level-triggered Mouse Wake Event

**FIG. 3**



**FIG. 4**



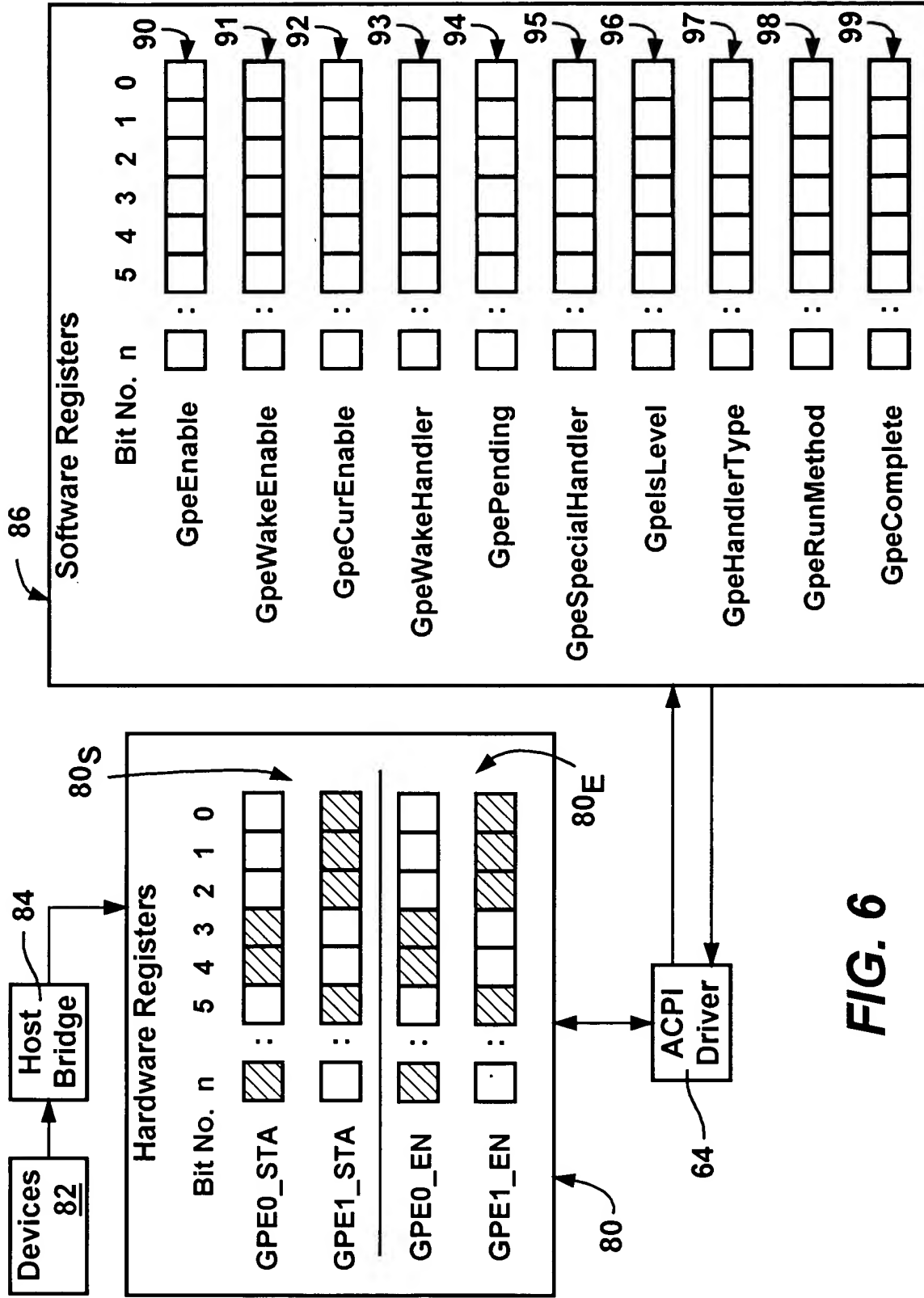
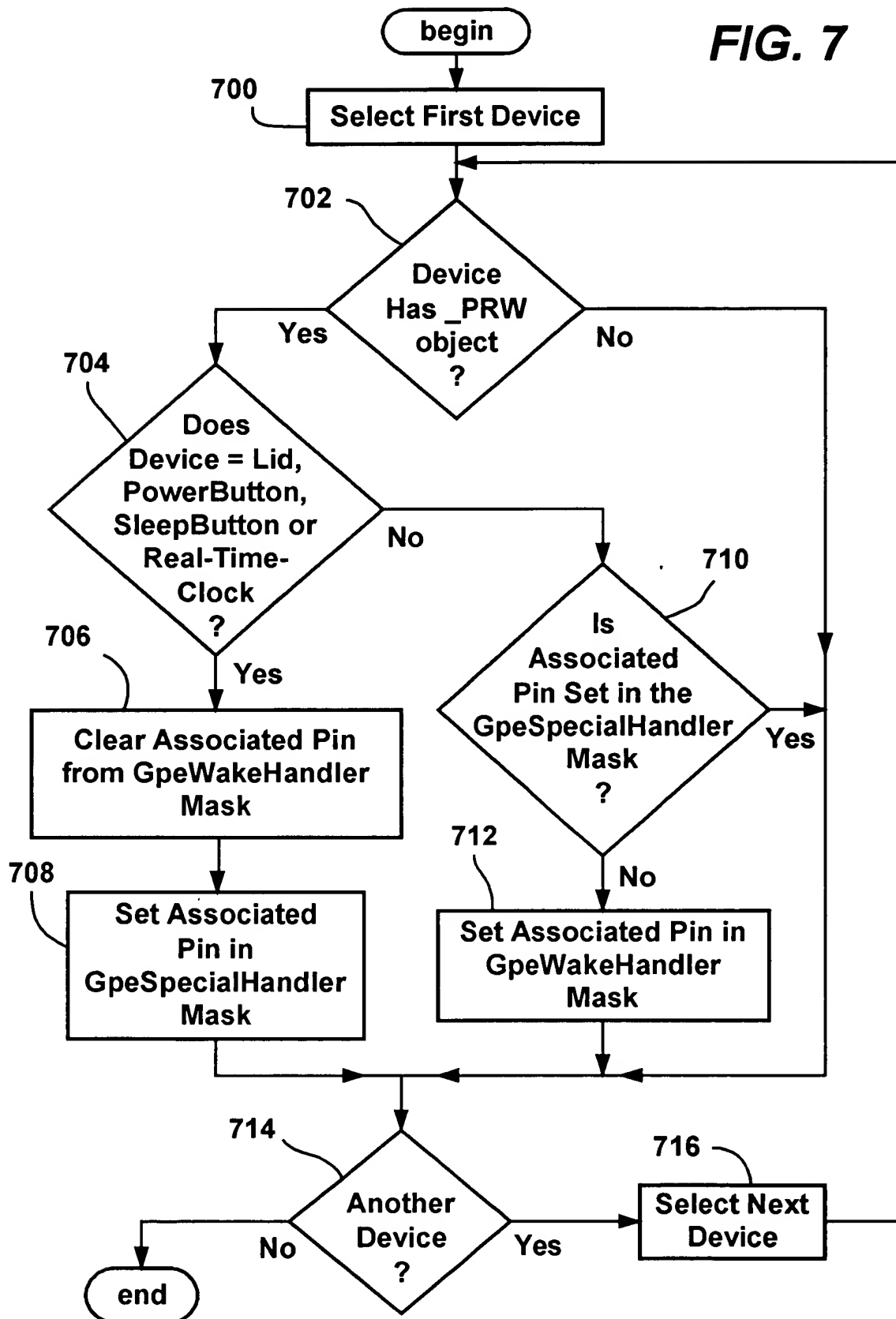
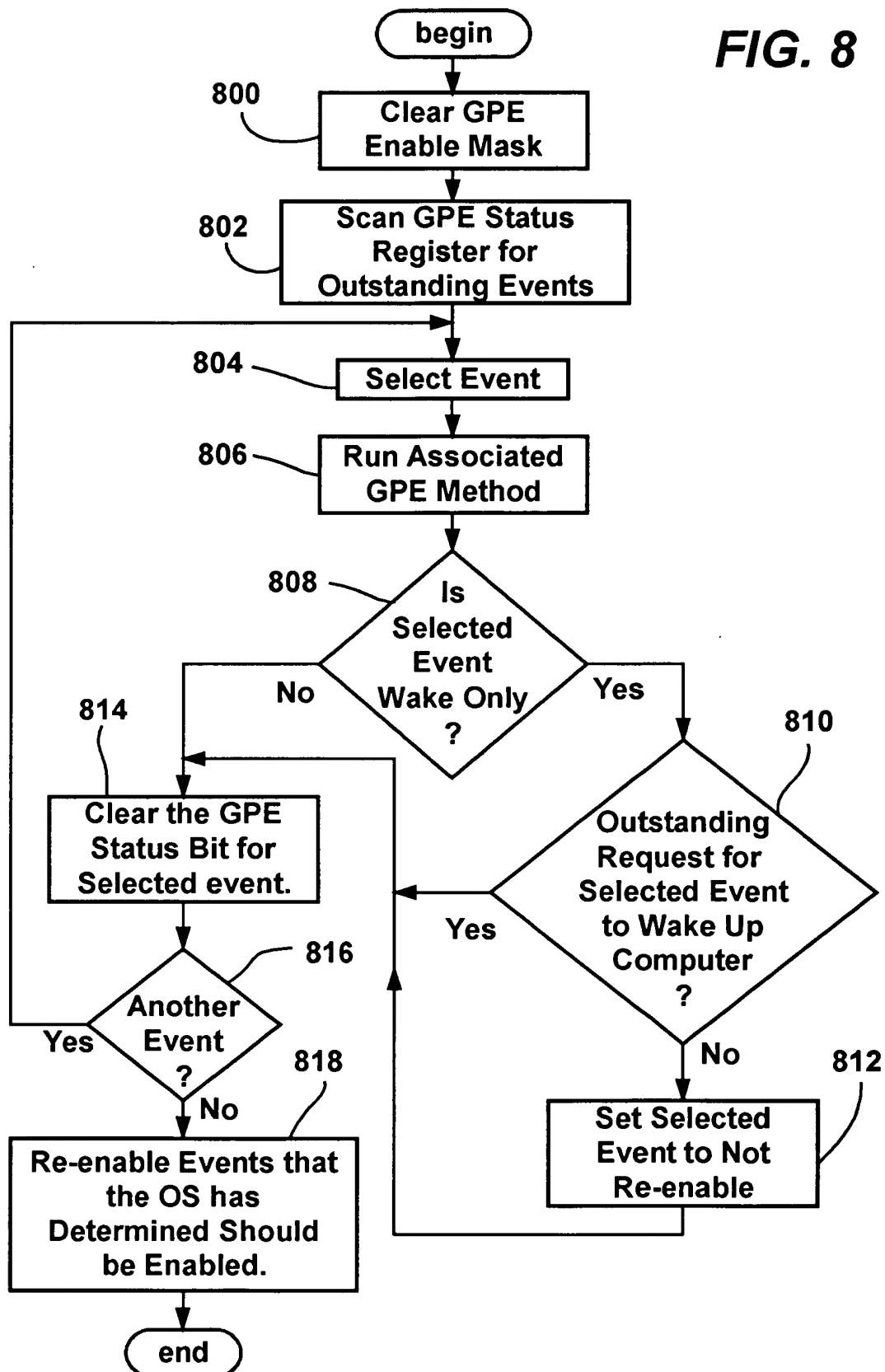


FIG. 6

**FIG. 7**

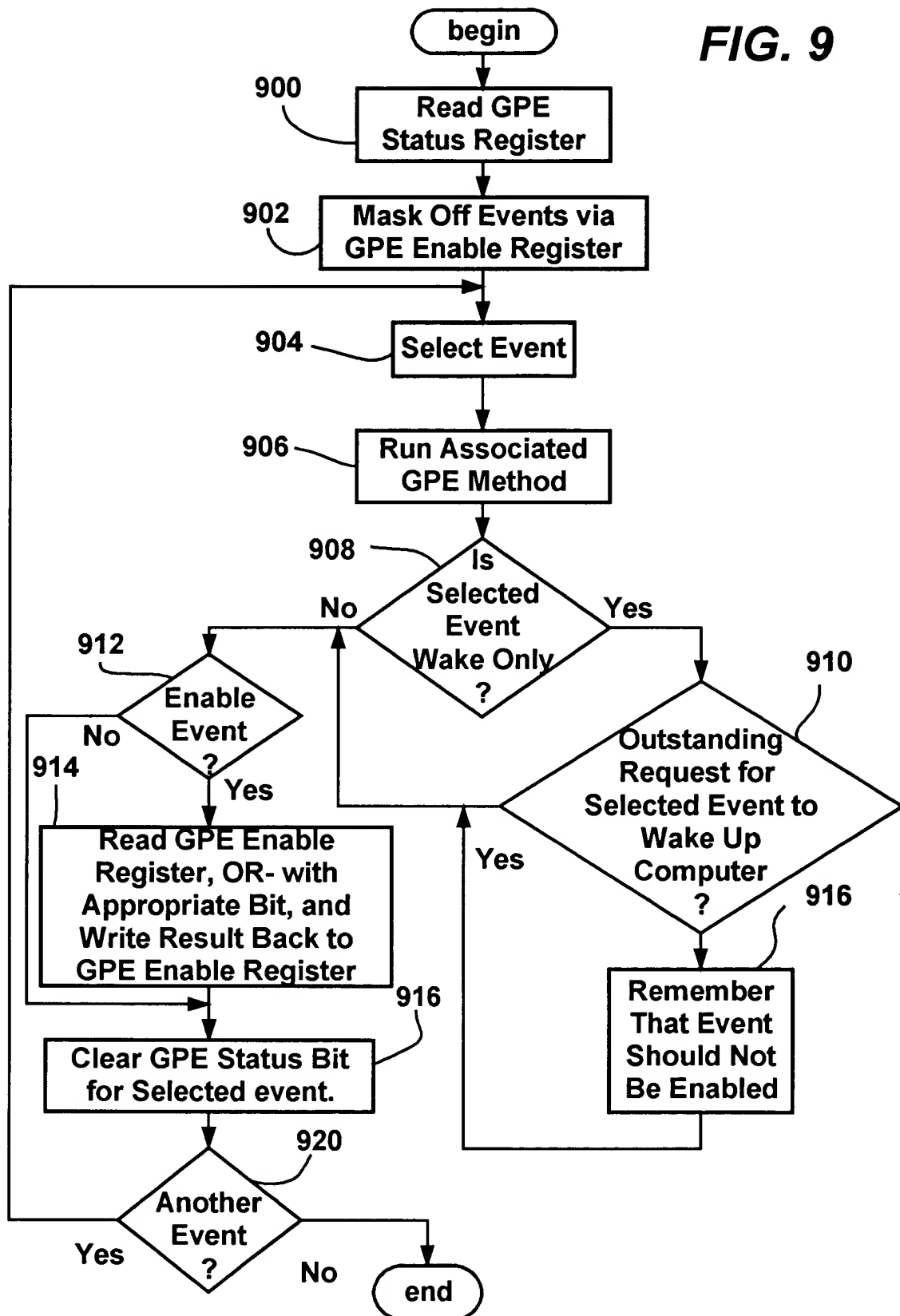


**FIG. 8**

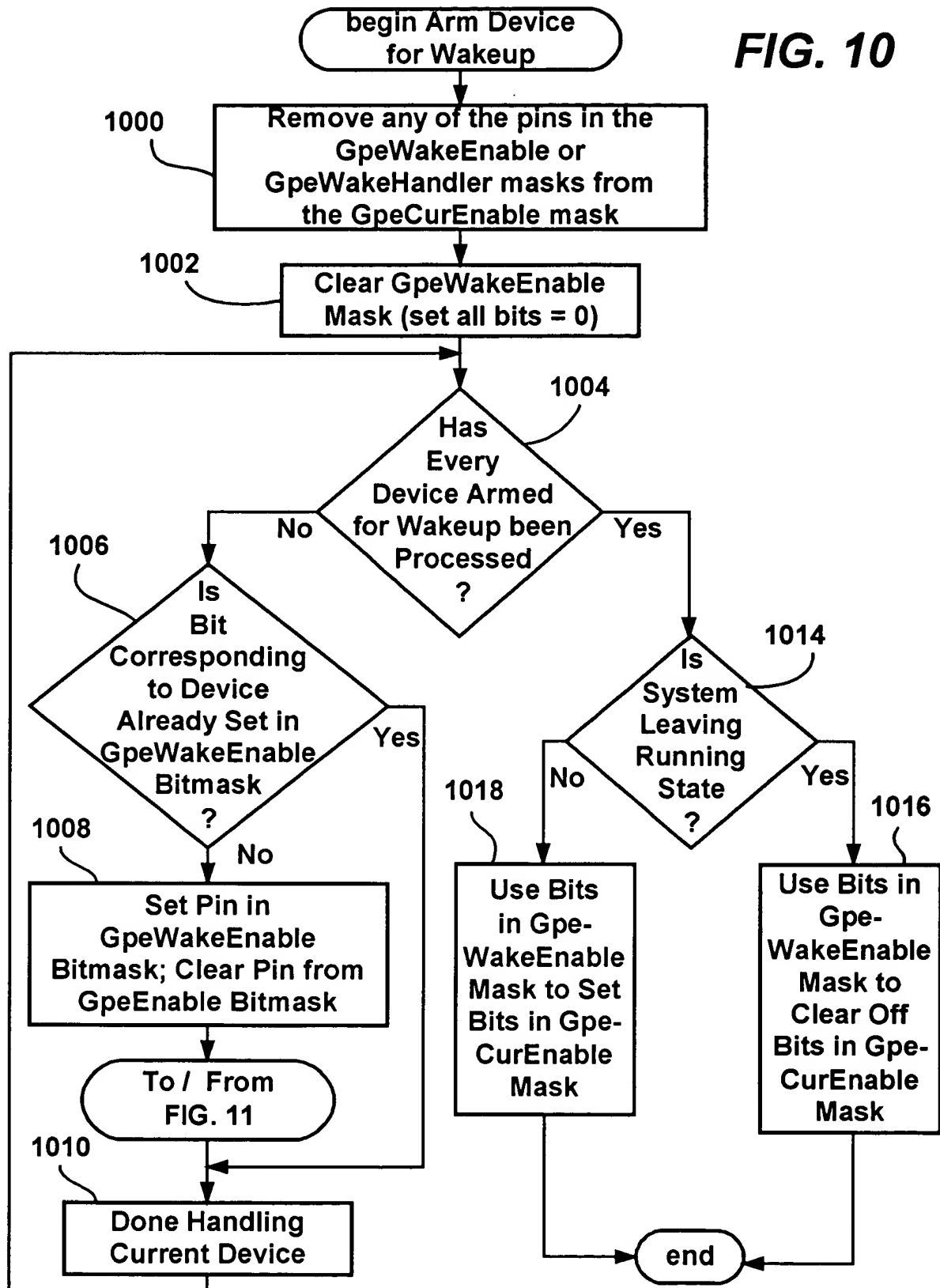




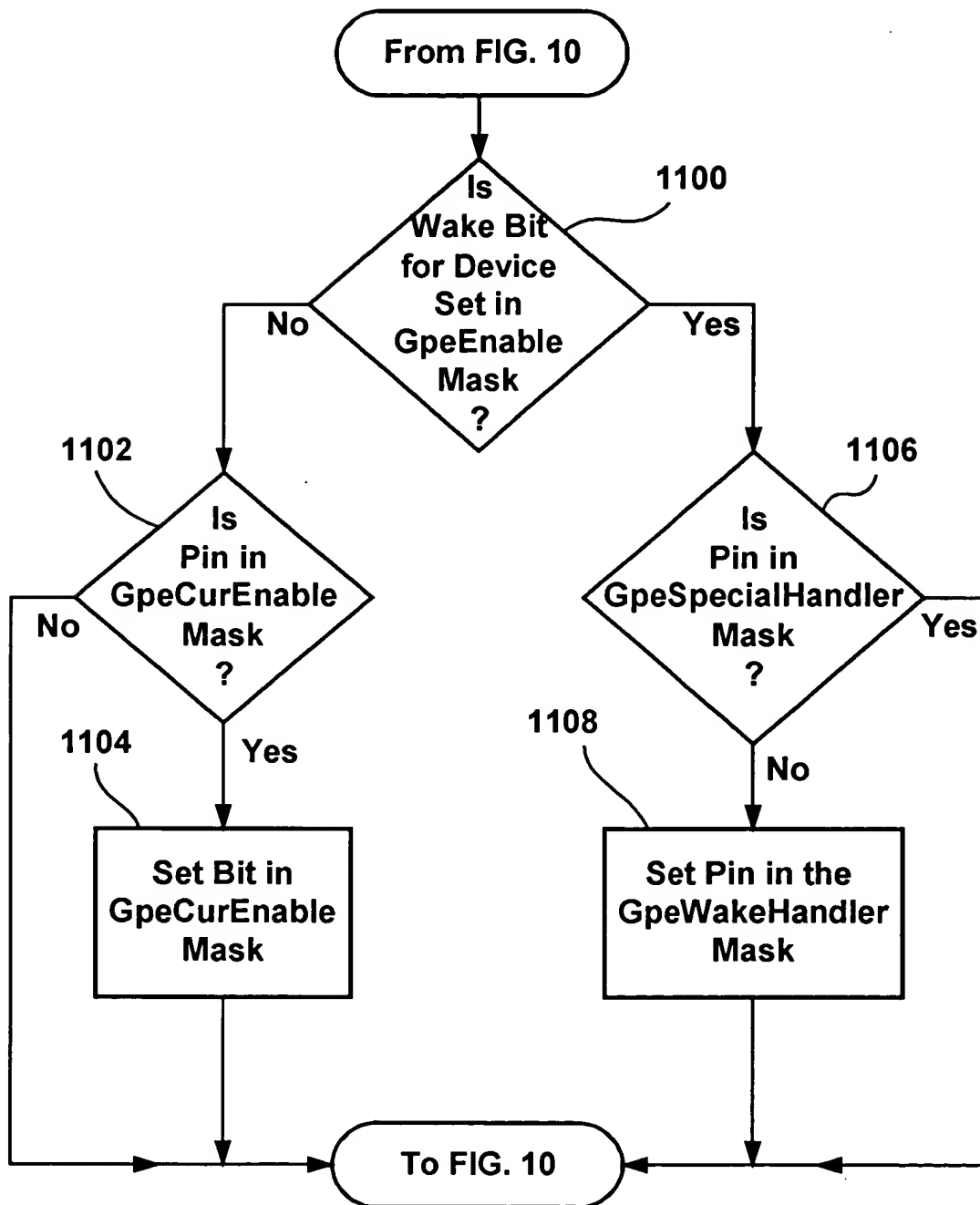
**FIG. 9**



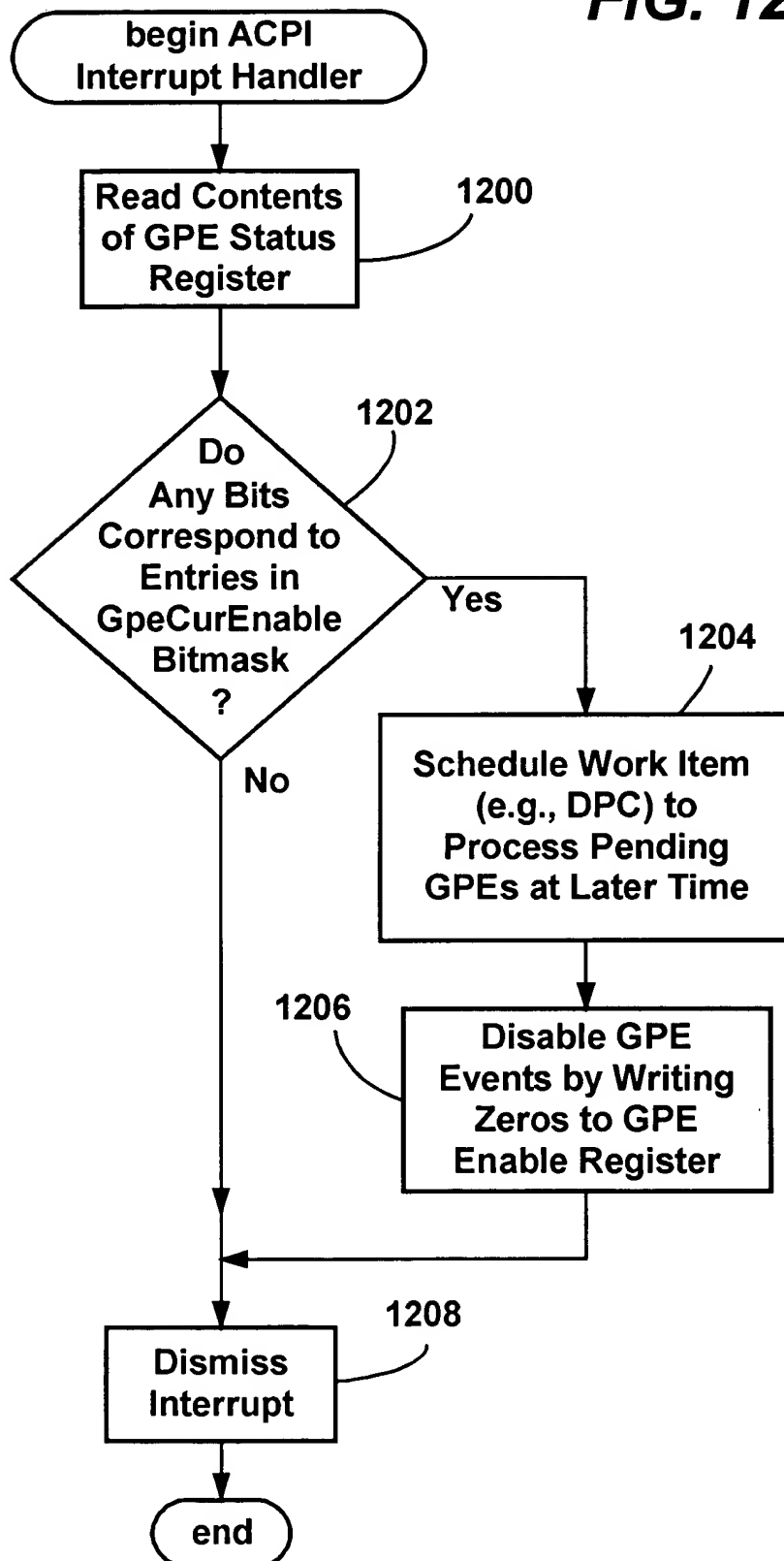
**FIG. 10**



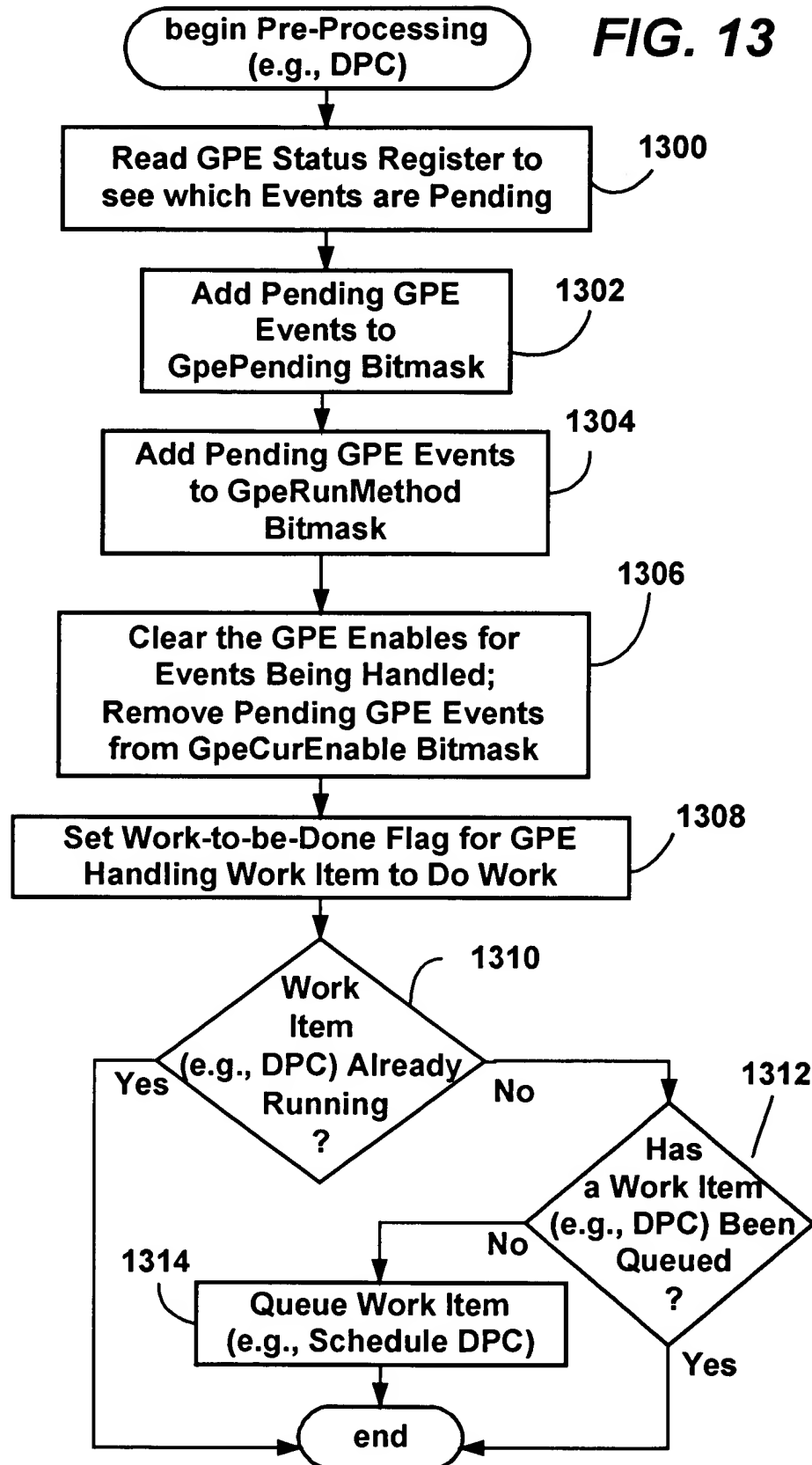
**FIG. 11**



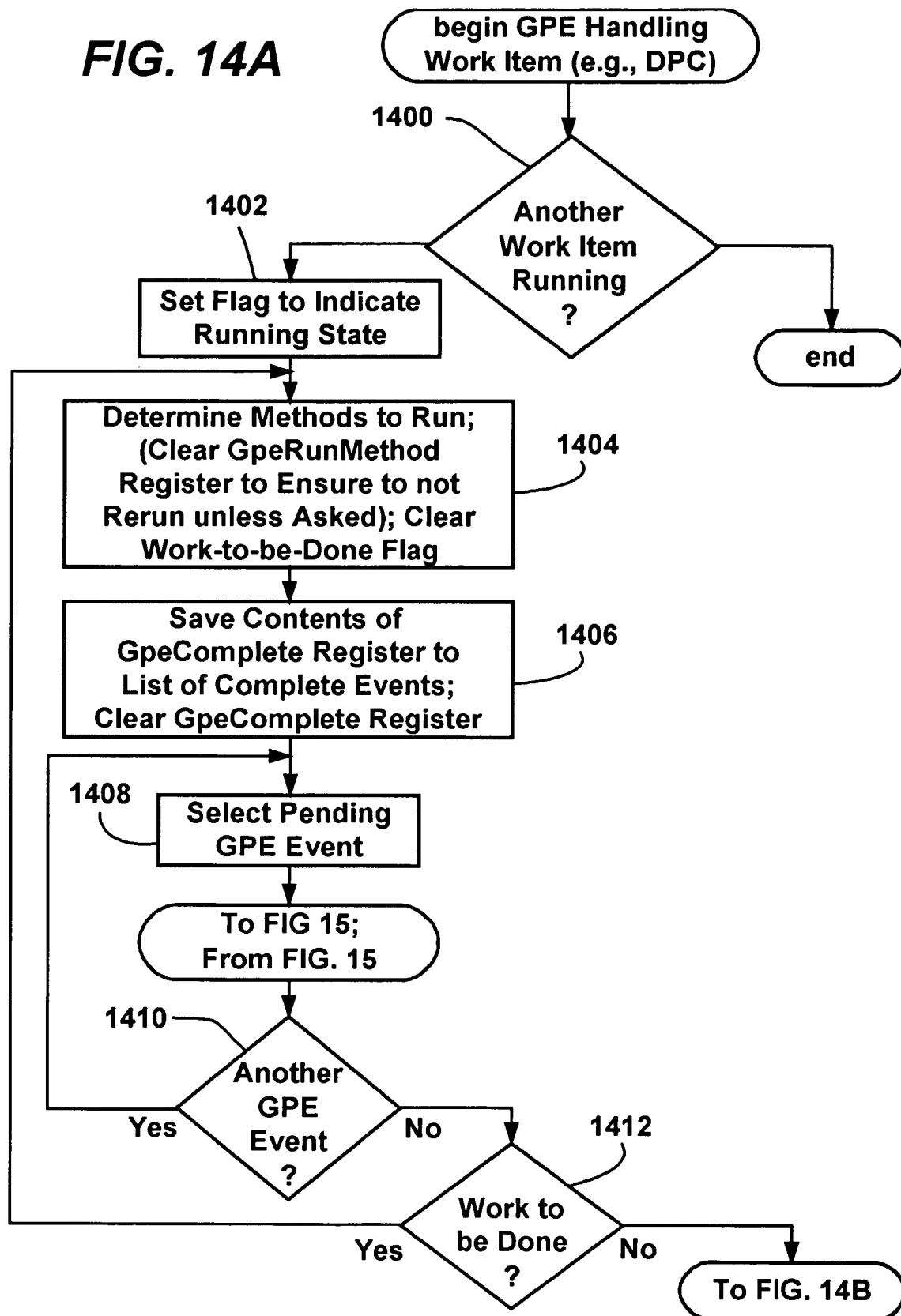
**FIG. 12**



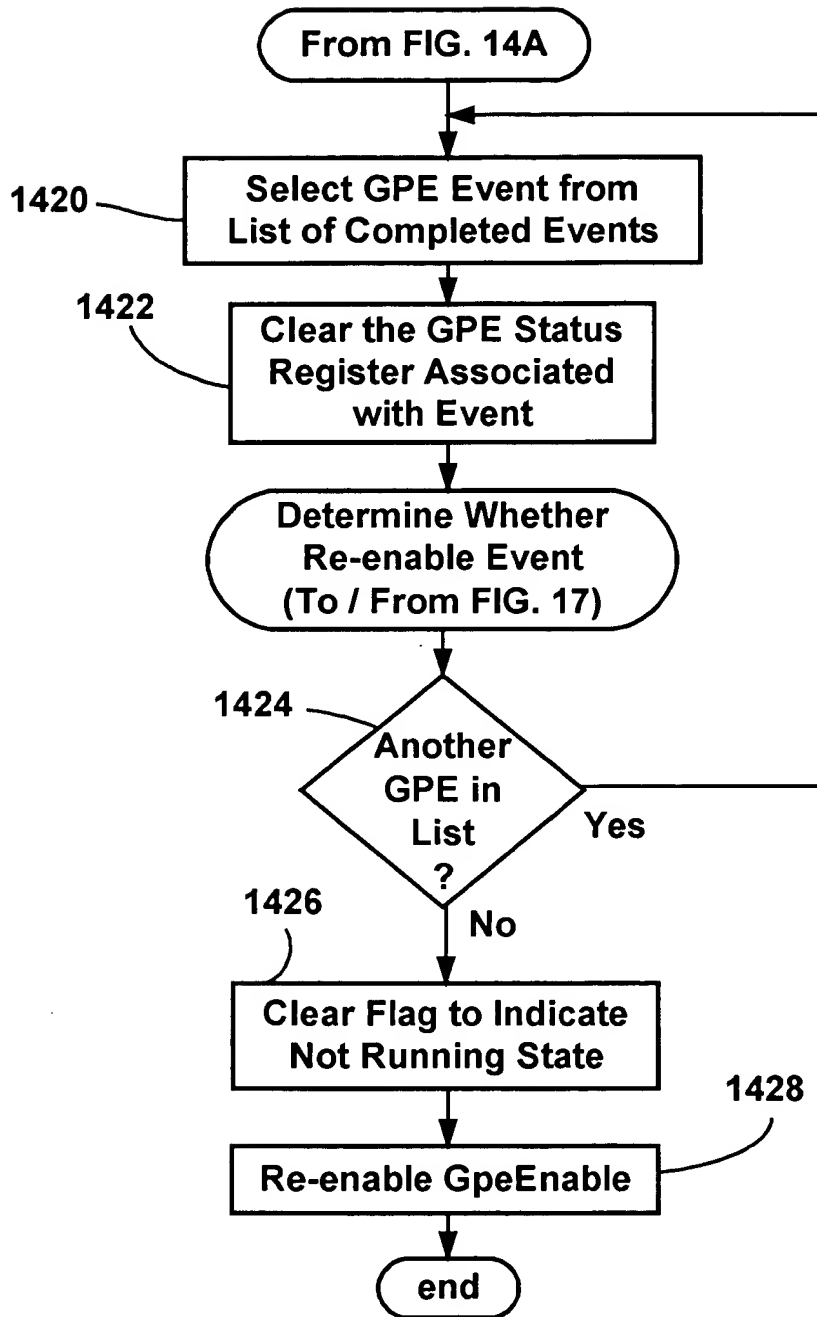
**FIG. 13**



**FIG. 14A**



**FIG. 14B**



**FIG. 15**

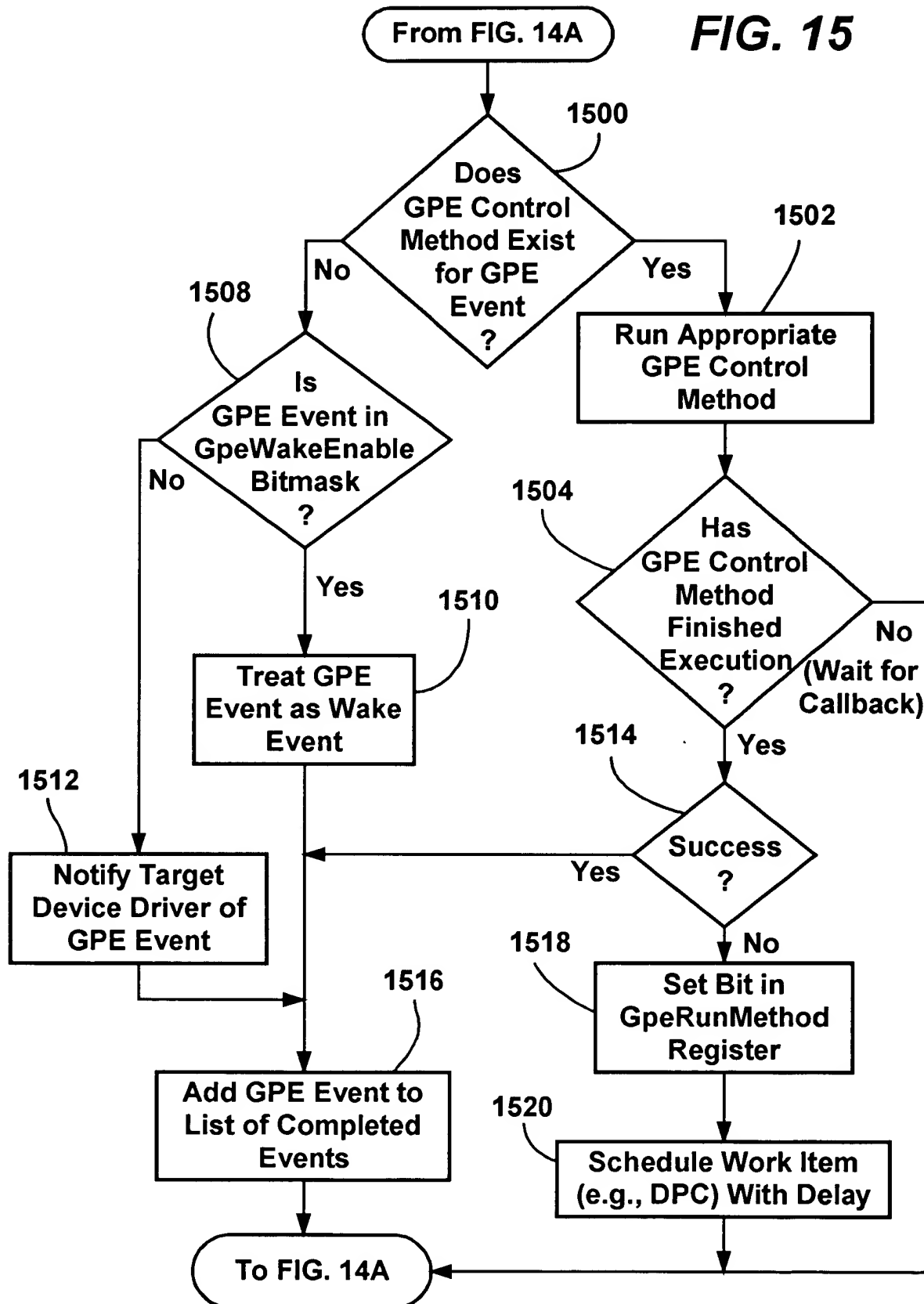
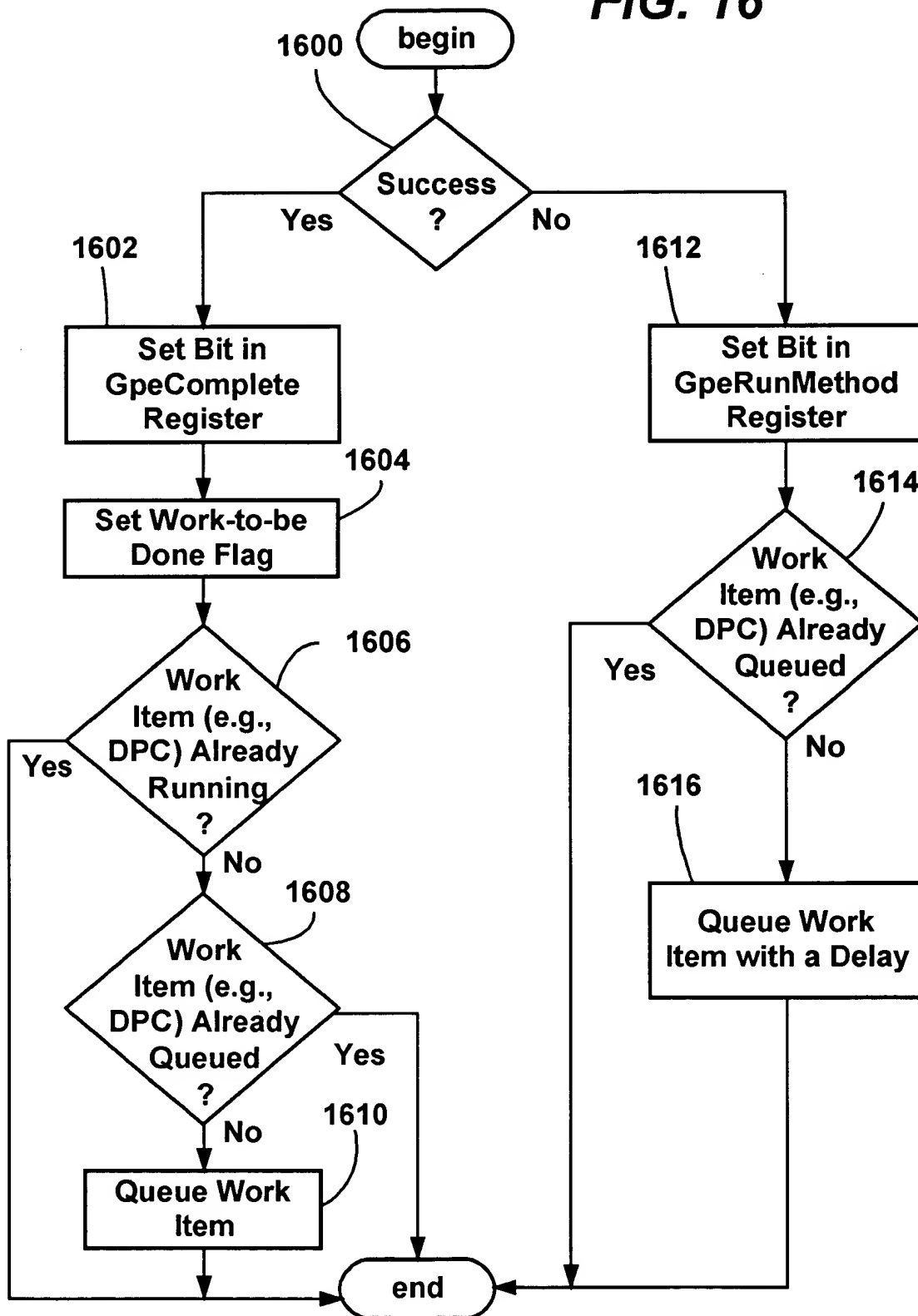




FIG. 16



**FIG. 17**

